

ABSTRACT

A method for implementing a hierarchy of component object model interfaces. A hierarchy of component object model interfaces is defined in which an interface at a lowest level of the hierarchy inherits from an interface at the highest level of the hierarchy. A class is defined that includes a first template class that is associated with the highest level of the hierarchy. A second template class inherits from the first template class and is associated with the lowest level of the hierarchy. The second template class is instantiated with an interface as a template parameter. Thus, the instantiation of an object of the most specialized class provides the base interface from which the most generalized class derives.